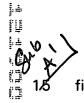Claims:

1. A method of loading a music player with music, comprising:

receiving a requested music file through a wireless communication.

5   2. The method of claim 1, further comprising storing the requested music file

into non-volatile memory.

3. The method of claim 2, wherein storing the requested music file includes

storing the requested music file in a flash memory array.

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4. The method of claim 1, further comprising loading the requested music file

onto a database coupled to an internet service provider.

5. The method of claim 1, further comprising requesting the requested music

15   file from an automobile.

6. The method of claim 5, further comprising receiving a request with a

receiver coupled to another automobile.

20   7. The method of claim 1, further comprising transmitting the requested

music file from an automobile.

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8. The method of claim 1, further comprising transmitting the requested

music file from a computer.

9. The method of claim 1, further comprising receiving a Bluetooth™

5   communication comprising at least a portion of the requested music file.

10. The method of claim 1, further comprising receiving a cellular

communication comprising at least a portion of the requested music file.

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11. An apparatus comprising:

a receiver adapted to receive a wireless communication; and

a storage medium, wherein the apparatus is adapted to store a requested

music file received by the receiver.

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12. The apparatus of claim 11, wherein the receiver is adapted to receive a

Bluetooth™ communication.

13. The apparatus of claim 11, wherein the storage medium comprises flash

10 memory.

14. The apparatus of claim 11, wherein the apparatus is adapted to play the

requested music file.

15 15. The apparatus of claim 11, wherein the apparatus is further adapted to

request the requested music file from a peer-to-peer network.

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16. A method comprising:

requesting a music file through a first wireless communication;

receiving at least a portion of the music file through a second wireless

communication; and

5   storing at least a portion of the music file in a non-volatile memory.

17. The method of claim 16, further comprising playing the music file.

18. The method of claim 16, further comprising storing at least two music

files on a database coupled to a wireless communications network, wherein

receiving at least a portion of the music file includes receiving at least a portion of

the music file from the database.

19. The method of claim 18, further comprising transferring the database

15   from a computer to a server, the server being coupled to the wireless

communications network.

20. The method of claim 16, wherein requesting a music file includes

requesting a music file from a peer-to-peer network.

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